

IN THE CLAIMS:Clean Version of All Claims:*S, b GR*

21. (Amended) A converting device for converting a box score of a hockey game to statistics from intermediate data, comprising:

a device for obtaining said intermediate data from said box score, comprising:

F2
means for converting said box score to said intermediate data, comprising accrued time and goals scored during power plays of opposing teams; and calculating means for obtaining said statistics from said intermediate data.

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22. (Twice Amended) The device according to claim 21, wherein said converting means comprises a timer.

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25. (Twice Amended) A converting device for converting a box score of a sports game to statistics, said sports game comprising at least one portion comprising at least one team having at least a one player advantage over at least one other team, comprising:

a device for obtaining intermediate data from said box score, comprising:

means for converting said box score to said intermediate data, comprising accrued time and goals scored during said at least one portion; and calculating means for obtaining said statistics from said intermediate data.

26. (Unchanged) The device according to claim 21, wherein said hockey game comprises a simulated hockey game.

27. (Unchanged) The device according to claim 25, wherein said sports game comprises a simulated sports game.

28. (Unchanged) The device according to claim 27, wherein said simulated sports game comprises a video game.

29. (Unchanged) The device according to claim 25, wherein said sports game comprises a hockey game.

30. (Amended) The device according to claim 25, wherein said device converts said box score into said statistics in real time.

31. (Amended) The device according to claim 25, wherein said device comprises a display.

32. (Amended) The device according to claim 25, wherein said box score is obtained during at least one of: any time during said sports game; the end of said sports game; after said sports game; before, at any time during, at the end of, and/or after more than one said sports game, wherein said box score is converted into said statistics, based upon a

cumulative said box score from said more than one sports game and/or any additional portion thereof.

33. (Amended) A converting device for converting a box score of a sports game to statistics, said sports game comprising at least one portion comprising at least one team having at least a one player advantage over at least one other team, comprising:

a device for obtaining intermediate data from said box score, comprising:

a database for storing said box score,

means for converting said box score to said intermediate data, comprising accrued time and goals scored during said at least one portion, and

means for storing said intermediate data; and

calculating means for obtaining said statistics from said intermediate data.

34. (Unchanged) The device according to claim 33, wherein said sports game comprises a simulated sports game.

35. (Unchanged) The device according to claim 34, wherein said simulated sports game comprises a video game.

36. (Unchanged) The device according to claim 33, wherein said sports game comprises a hockey game.

37. (Amended) The device according to claim 33, wherein said box score comprises at least one of: goals; goals for; all goals against; power play goals for; power play goals against; penalties for; penalties against; shots on goal for; shots on goal against; starting players (goaltenders); scoring; final score; all goaltending changes (if any); minor penalty; two-player penalty; major penalty; goaltenders total time played; total shots faced; total goals against; name of team; player; period and real time of occurrence, which created official time-out; total power play goals; total power play goals for; total power play opportunities for; total power play goals against; total power play opportunities against; and combination of at least any two thereof.

38. (Amended) The device according to claim 33, wherein said statistics comprise at least one of: composite power play; composite penalty efficiency; two-player power play; two-player penalty efficiency; major power play; major penalty efficiency; composite hot seat; hot seat two-player disadvantage; hot seat major disadvantage; earned goal average; and combination of at least any two thereof.

39. (Amended) The device according to claim 33, wherein said device converts said box score into said statistics in real time.

40. (Amended) The device according to claim 33, wherein said device comprises a display.

41. (Unchanged) The device according to claim 40, wherein said display comprises a score board.

42. (Amended) The device according to claim 33, wherein said box score is obtained during at least one of: any time during said sports game; the end of said sports game; after said sports game; before, at any time during, at the end of, and/or after more than one said sports game, wherein said at least one box score is converted into said final statistics, based upon a cumulative said at least one box score from said more than one sports game and/or any additional portion thereof.

43. (New) A converting device for converting a box score of a hockey game to statistics from intermediate data, comprising:

a device for obtaining said intermediate data from said box score, comprising:

a database for storing said box score,

means for converting said box score to said intermediate data, comprising accrued time and goals scored during power plays of opposing teams, and

means for storing said intermediate data; and

calculating means for obtaining said statistics from said intermediate data.